

# TREES

Lecture 12

CS2110 – Spring 2019

# Announcements

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Submit P1 Conflict quiz on CMS by end of day Wednesday. We won't be sending confirmations; no news is good news. Extra time people will eventually get an email from Lacy. Please be patient.

# Today's Topics in JavaHyperText

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- Search for “trees”
- Read PDFs for points 0 through 5: intro to trees, examples of trees, binary trees, binary search trees, balanced trees

# Data Structures

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## □ Data structure

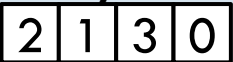
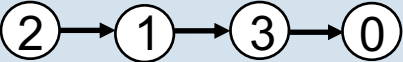
- Organization or format for storing or managing data
- Concrete realization of an abstract data type

## □ Operations

- Always a tradeoff: some operations more efficient, some less, for any data structure
- Choose efficient data structure for operations of concern

# Example Data Structures

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Data Structure	<b>add</b> (val v)	<b>get</b> (int i)	<b>contains</b> (val v)
<b>Array</b> 	$O(n)$	$O(1)$	$O(n)$
<b>Linked List</b> 	$O(1)$	$O(n)$	$O(n)$

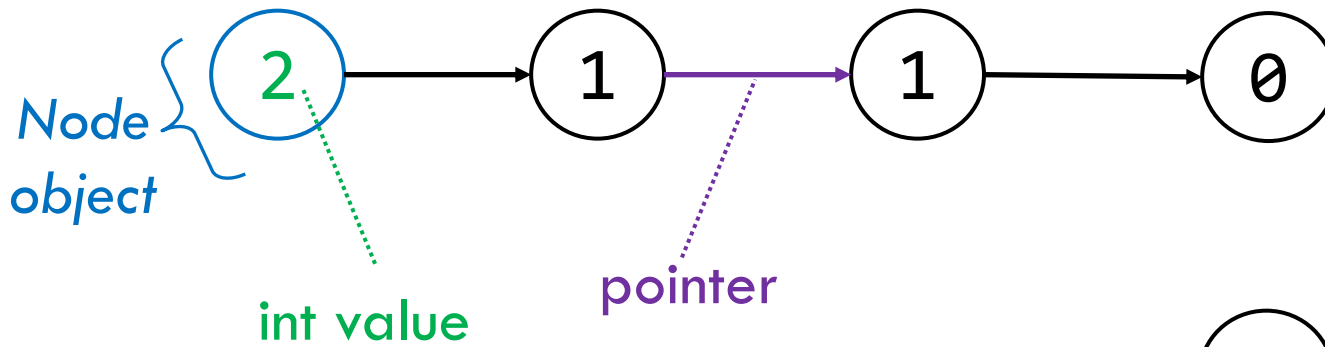
**add**(v): append v

**get**(i): return element at position i

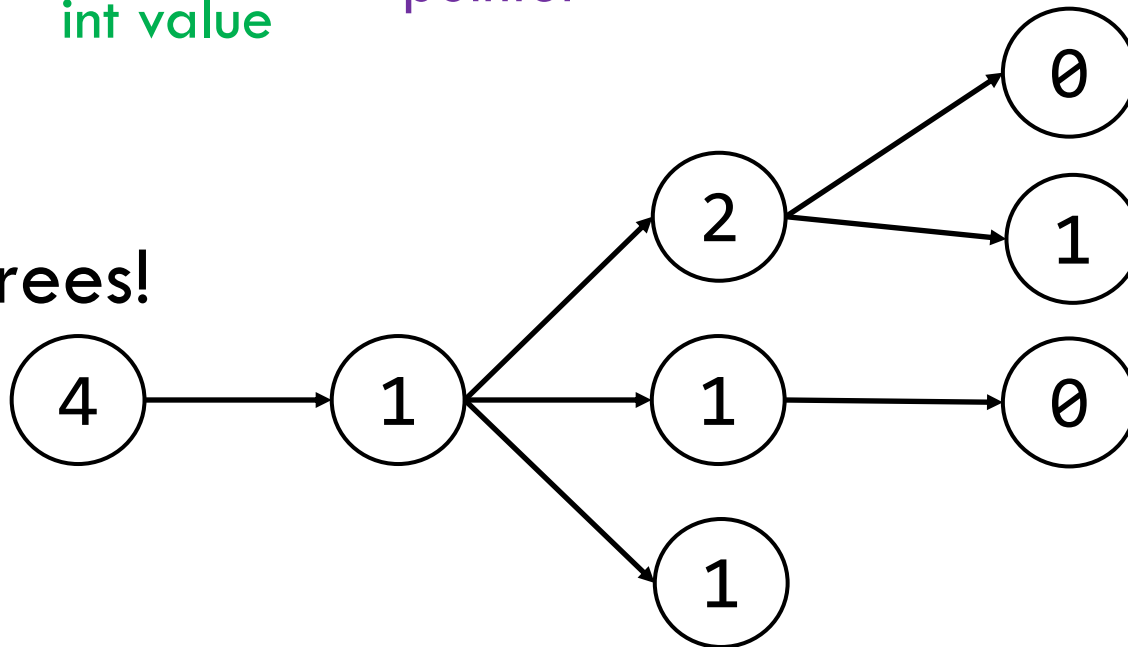
**contains**(v): return true if contains v

# Tree

Singly linked list:

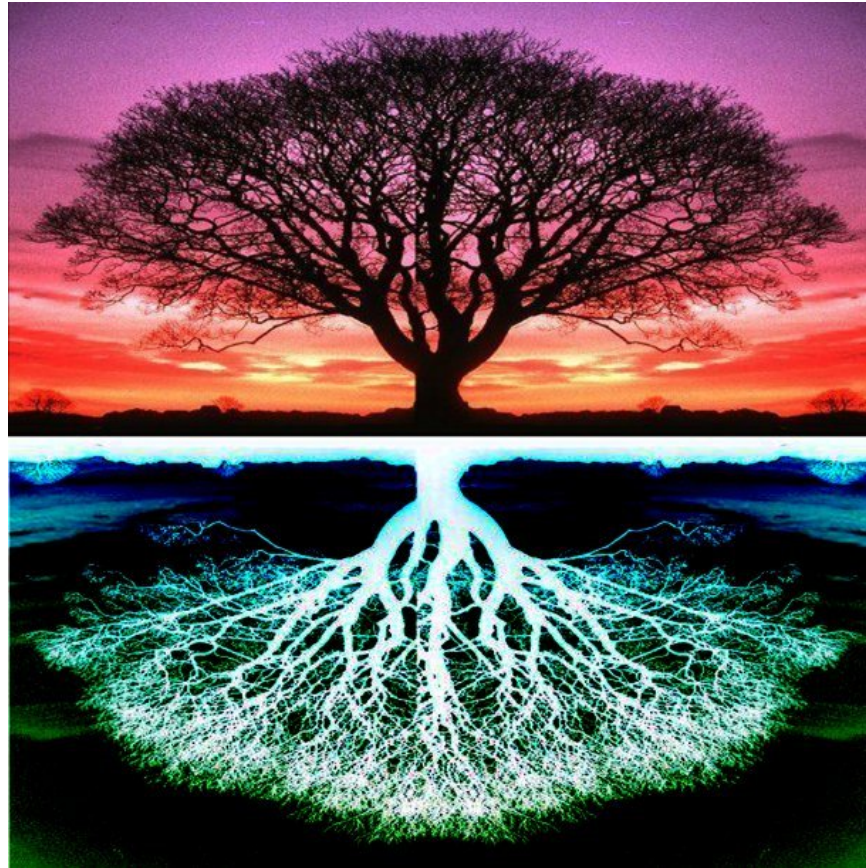


Today: trees!



# Trees

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In CS, we draw trees “upside down”

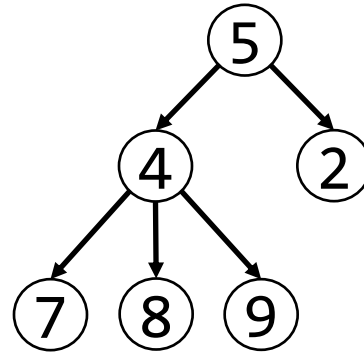
# Tree Overview

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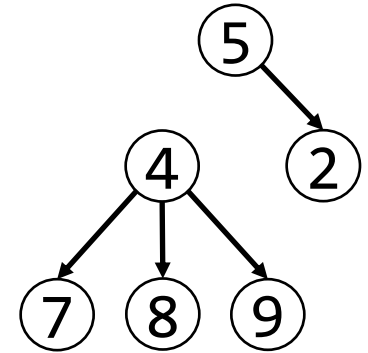
*Tree*: data structure with nodes, similar to linked list

- Each node may have zero or more *successors* (children)
- Each node has exactly one *predecessor* (parent) except the *root*, which has none
- All nodes are reachable from *root*

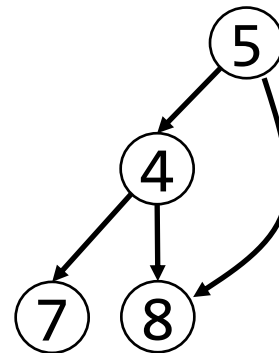
## A tree or not a tree?



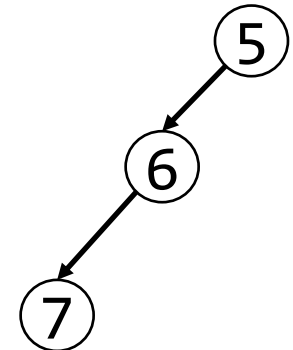
A tree



Not a tree



Not a tree



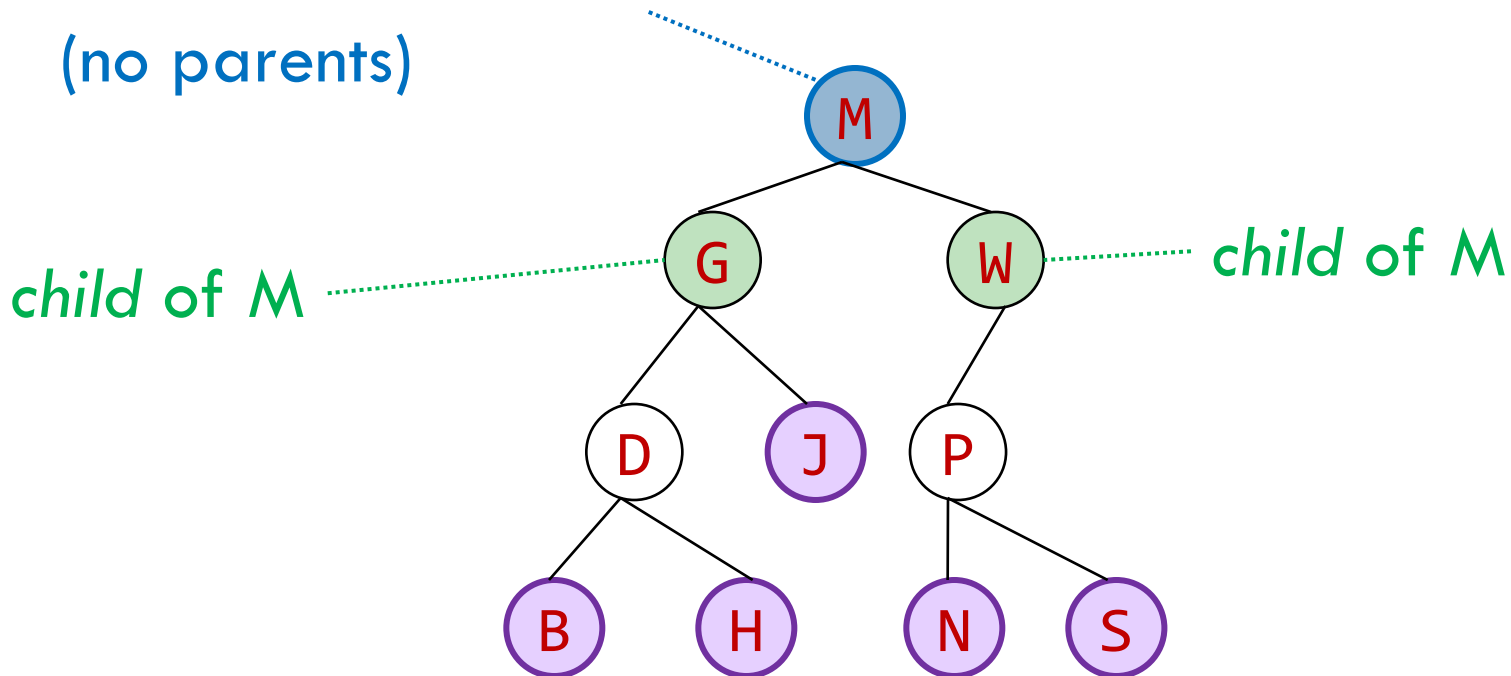
A tree



# Tree Terminology (1)

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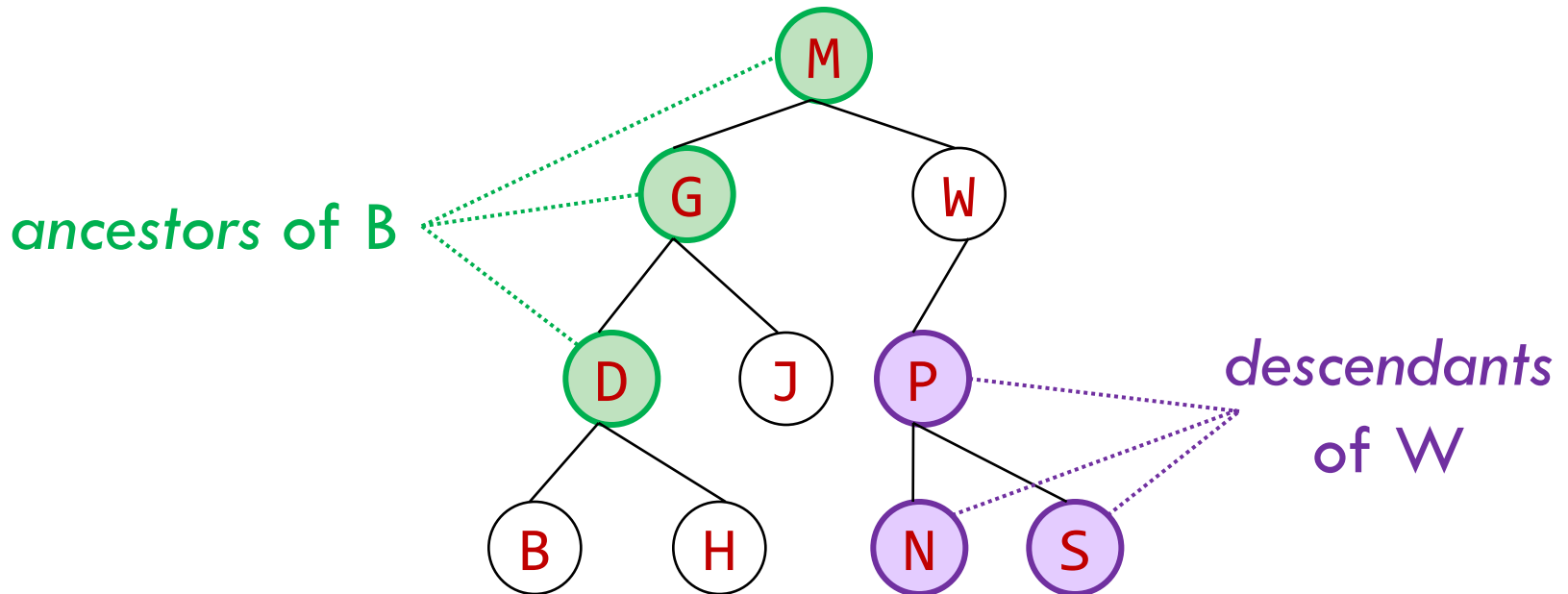
the *root* of the tree  
(no parents)



the *leaves* of the tree  
(no children)

# Tree Terminology (2)

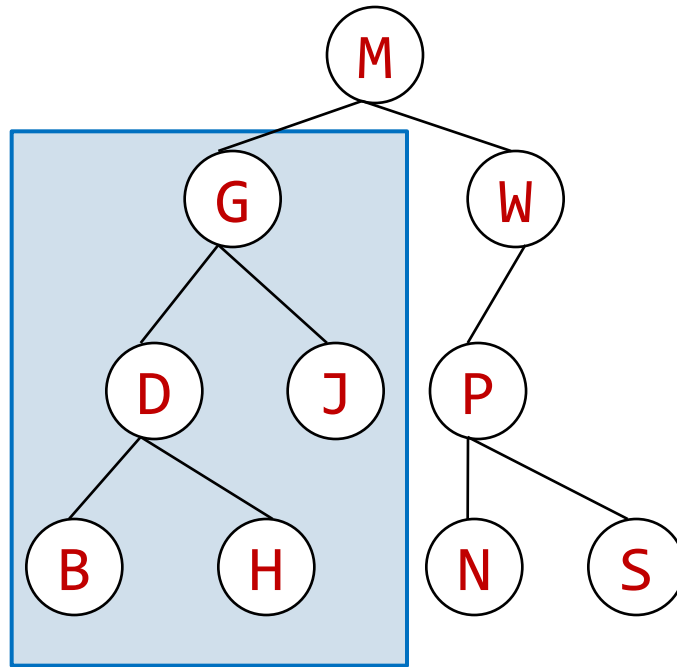
10



# Tree Terminology (3)

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*subtree of M*

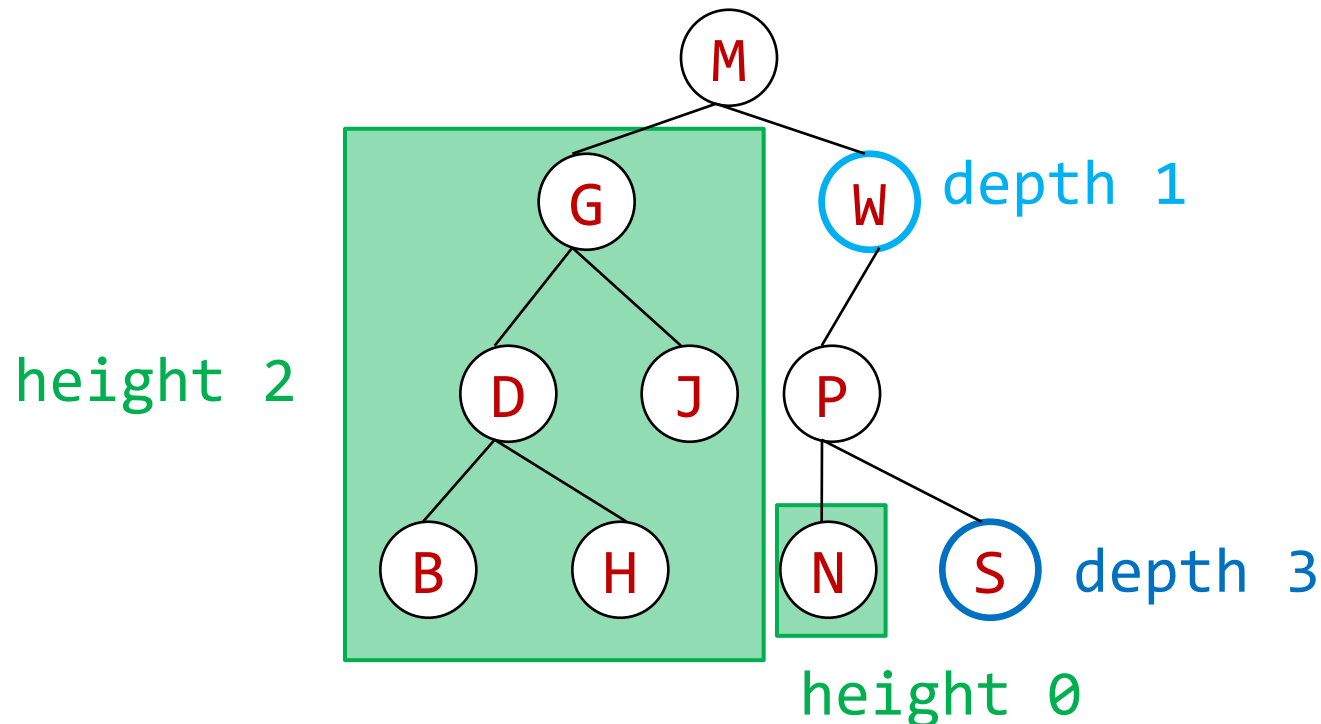


# Tree Terminology (4)

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A node's **depth** is the length of the path to the root.

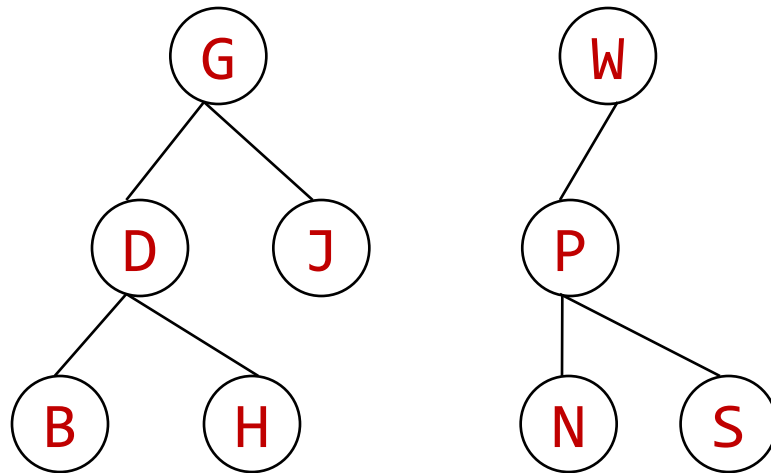
A tree's (or subtree's) **height** is the length of the longest path from the root to a leaf.



# Tree Terminology (5)

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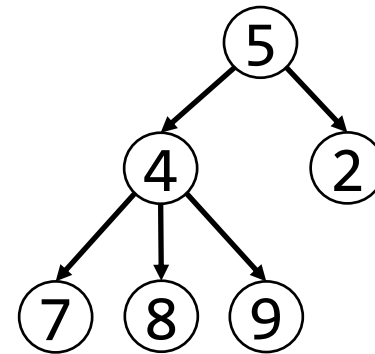
Multiple trees: a **forest**



# General vs. Binary Trees

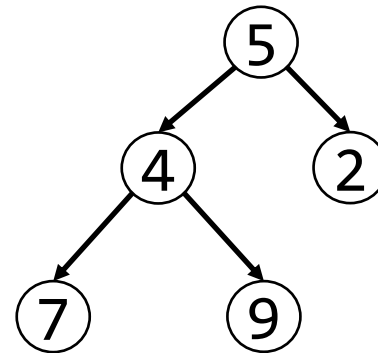
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**General tree:** every node can have an arbitrary number of children



General tree

**Binary tree:** at most two children, called *left* and *right*



Binary tree

...often “tree” means binary tree

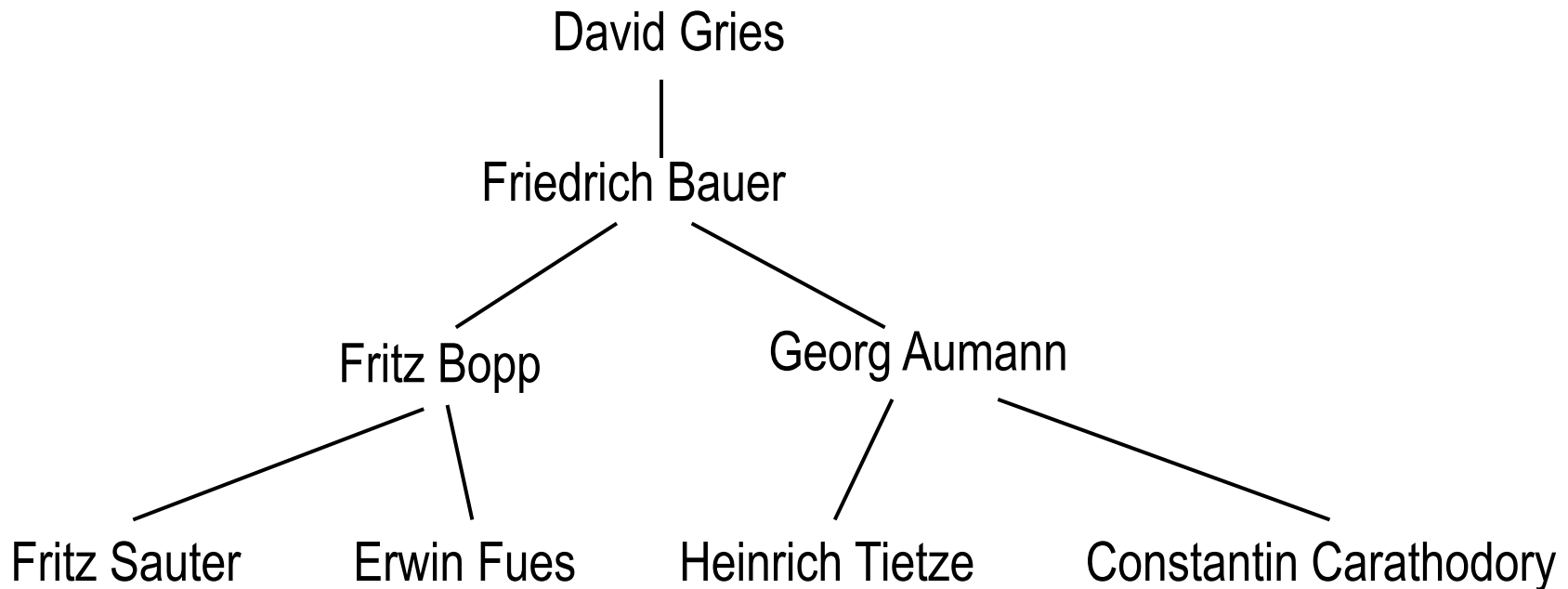
# Binary trees were in A1!

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You have seen a binary tree in A1.

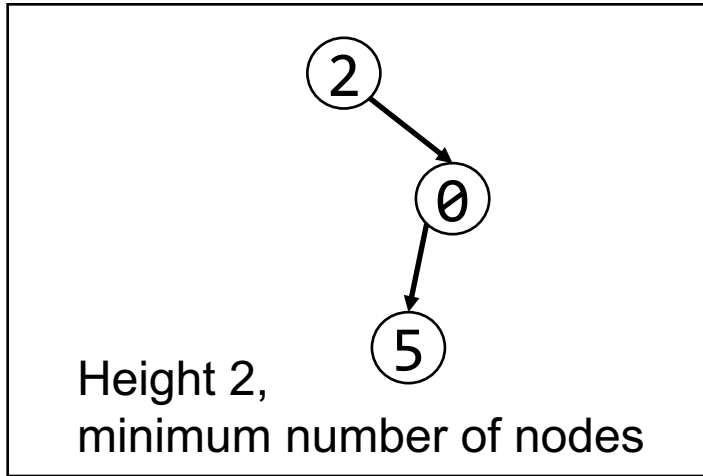
A PhD object has one or two advisors.

(Note: the advisors are the “children”.)



# Special kinds of binary trees

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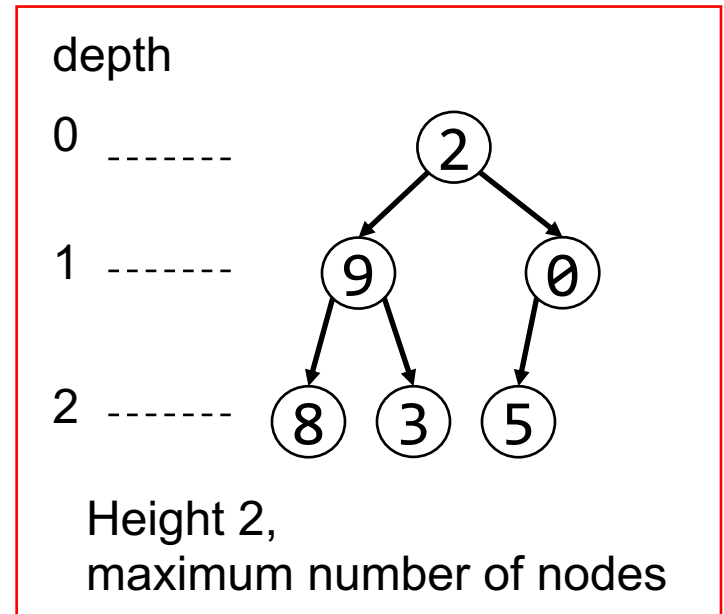
Max # of nodes at depth  $d$ :  $2^d$

If height of tree is  $h$ :

min # of nodes:  $h + 1$

max # of nodes: (Perfect tree)

$$2^0 + \dots + 2^h = 2^{h+1} - 1$$



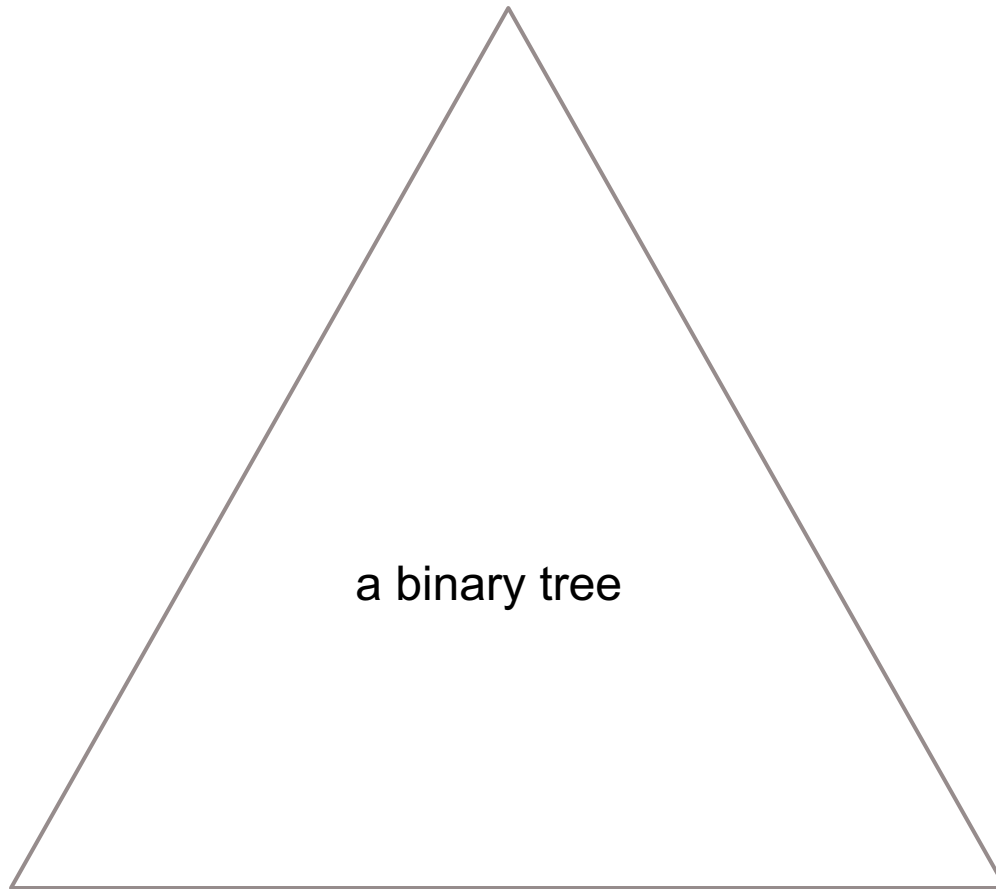
## Complete binary tree

Every level, except last,  
is completely filled,  
nodes on bottom level  
as far left as possible.

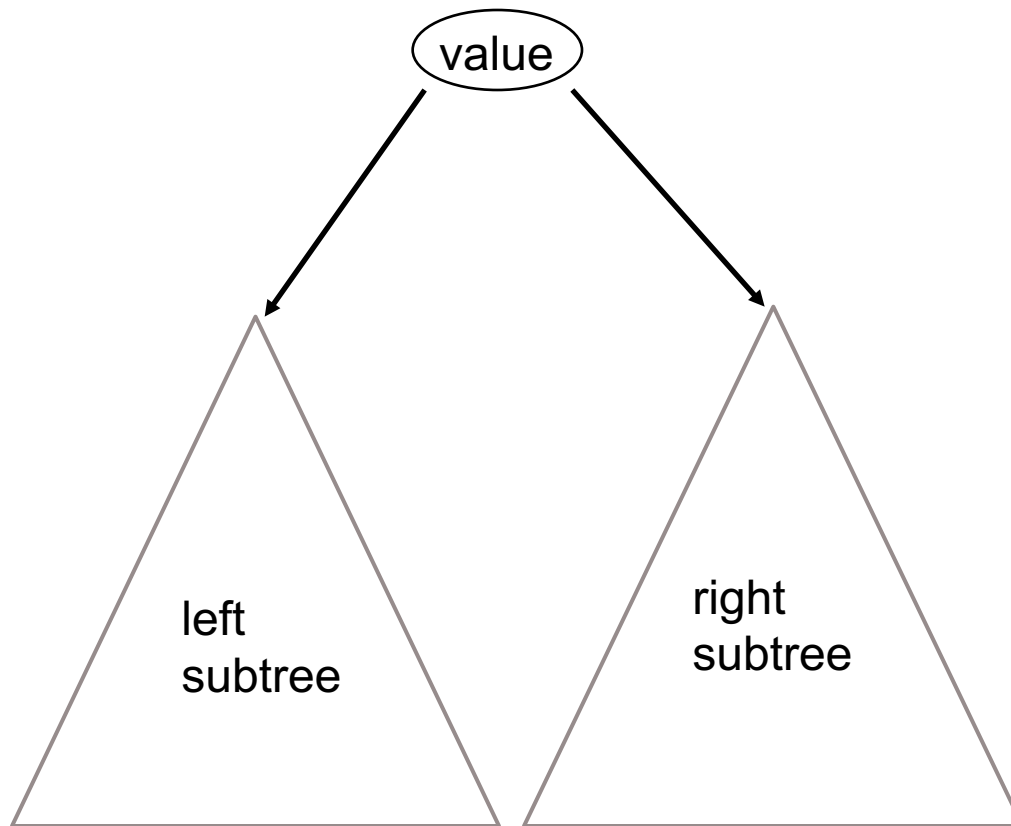
No holes.



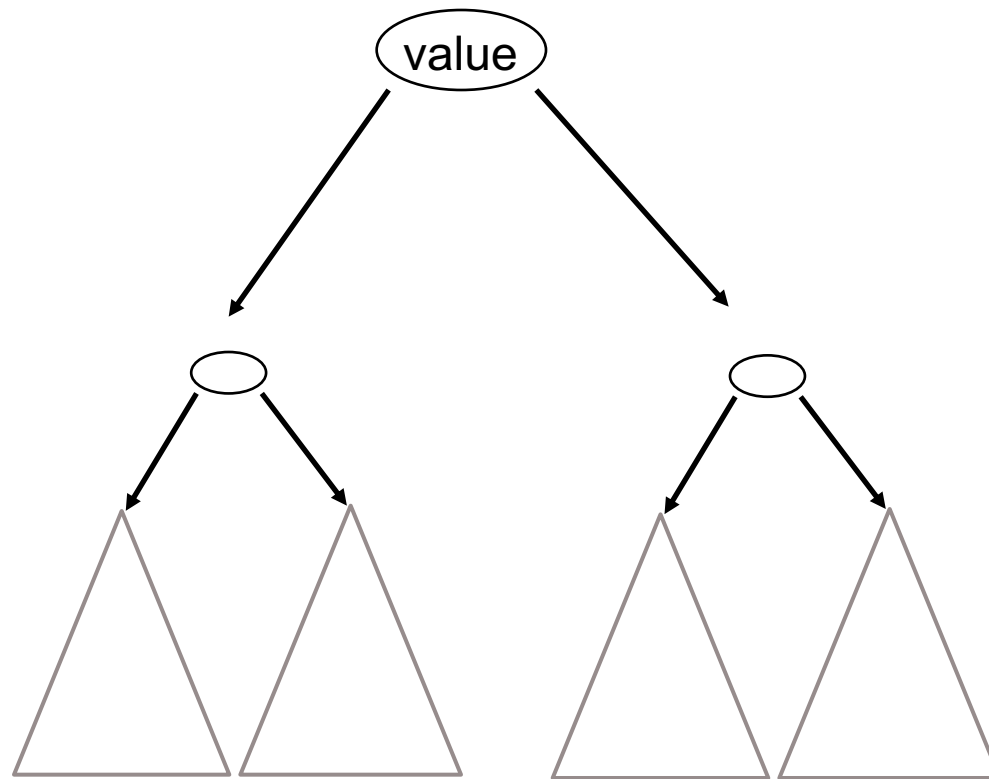
# Trees are recursive



# Trees are recursive



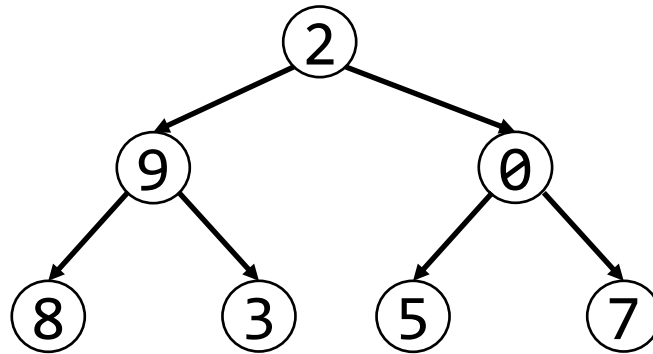
# Trees are recursive



# Trees are recursive

## Binary Tree

Left subtree,  
which is also a  
binary tree



Right subtree  
(also a binary tree)

# Trees are recursive

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A **binary tree** is either `null`

or an object consisting of a value, a left **binary tree**, and a right **binary tree**.

# A Recipe for Recursive Functions

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Base case:

If the input is “easy,” just solve the problem directly.

Recursive case:

Get a smaller part of the input (or several parts).

Call the function on the smaller value(s).

Use the recursive result to build a solution for the full input.

# A Recipe for Recursive Functions on Binary Trees

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Base case: **an empty tree (null), or possibly a leaf**  
If the input is “~~easy,~~” just solve the problem directly.

Recursive case:

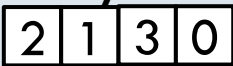
~~Get a smaller part of the input (or several parts).~~

Call the function on ~~the smaller value(s).~~ **each subtree**

Use the recursive result to build a solution for the full input.

# Comparing Searches

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Data Structure	<b>add</b> (val v)	<b>get</b> (int i)	<b>contains</b> (val v)
<b>Array</b> 	$O(n)$	$O(1)$	$O(n)$
<b>Linked List</b> 	$O(1)$	$O(n)$	$O(n)$
<b>Binary Tree</b> 			$O(n)$

Node could be *anywhere* in tree

Binary search on arrays:  $O(\log n)$   
Requires invariant: array sorted  
...analogue for trees?



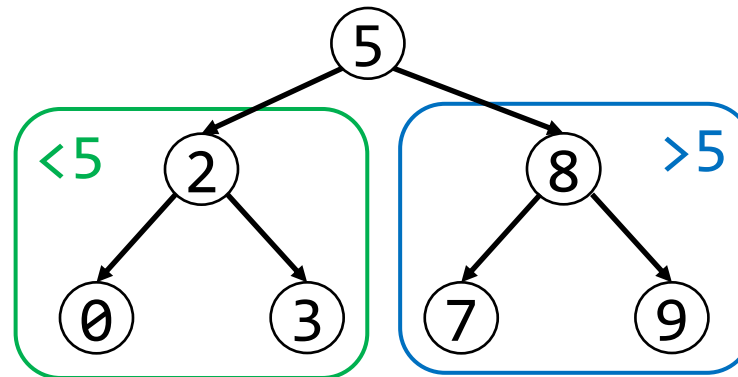
# Binary Search Tree (BST)

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A *binary search tree* is a binary tree with a **class invariant**:

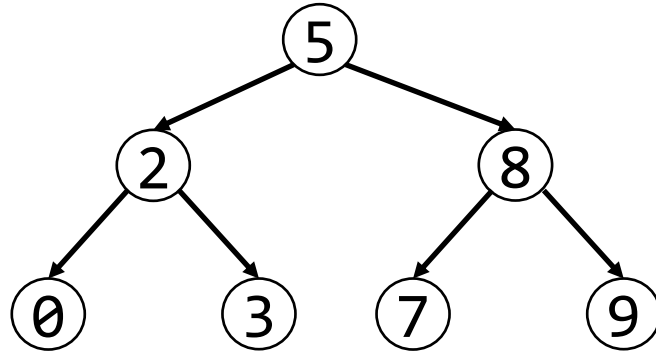
- All nodes in the **left** subtree have values that are **less** than the value in that node, and
- All values in the **right** subtree are **greater**.

(assume no duplicates)



# Binary Search Tree (BST)

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Contains:

- Binary tree: two recursive calls:  $O(n)$
- BST: one recursive call:  $O(\text{height})$

# BST Insert

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To insert a value:

- ▣ Search for value
- ▣ If not found, put in tree where search ends

**Example:** Insert month names in chronological order as Strings, (Jan, Feb...). BST orders Strings alphabetically (Feb comes *before* Jan, etc.)

# BST Insert

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insert: January

# BST Insert

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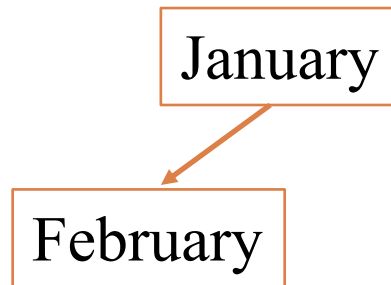
insert: February

January

# BST Insert

30

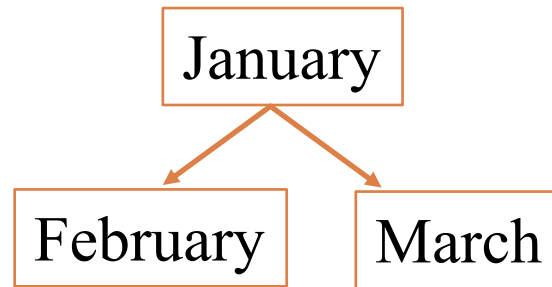
insert: March



# BST Insert

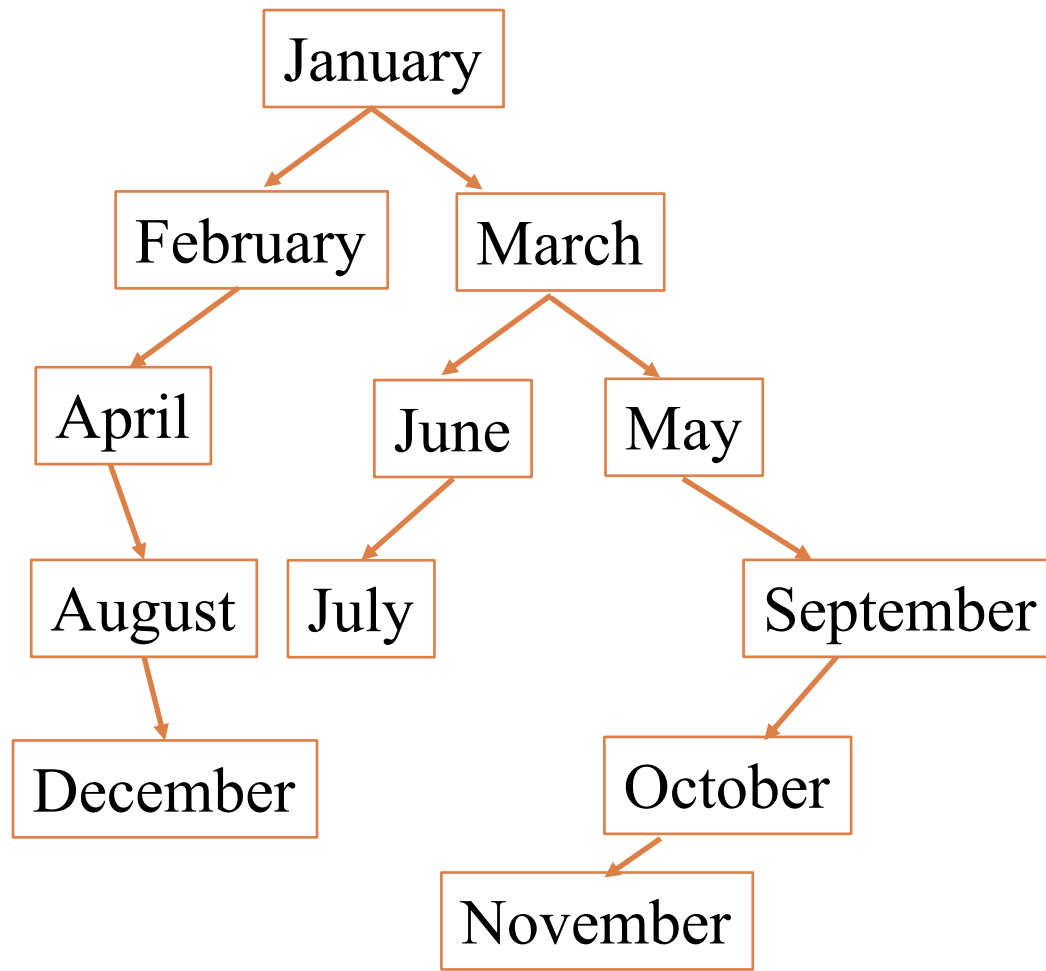
31

insert: April...



# BST Insert

32





# Comparing Data Structures

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Data Structure	<b>add</b> (val x)	<b>get</b> (int i)	<b>contains</b> (val x)
<b>Array</b> 	$O(n)$	$O(1)$	$O(n)$
<b>Linked List</b> 	$O(1)$	$O(n)$	$O(n)$
<b>Binary Tree</b> 			$O(n)$
<b>BST</b> 	$O(\text{height})$		$O(\text{height})$

How big could height be?

# Worst case height

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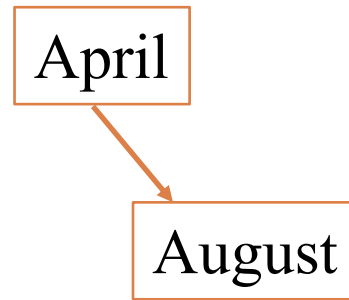
Insert in alphabetical order...

April

# Worst case height

35

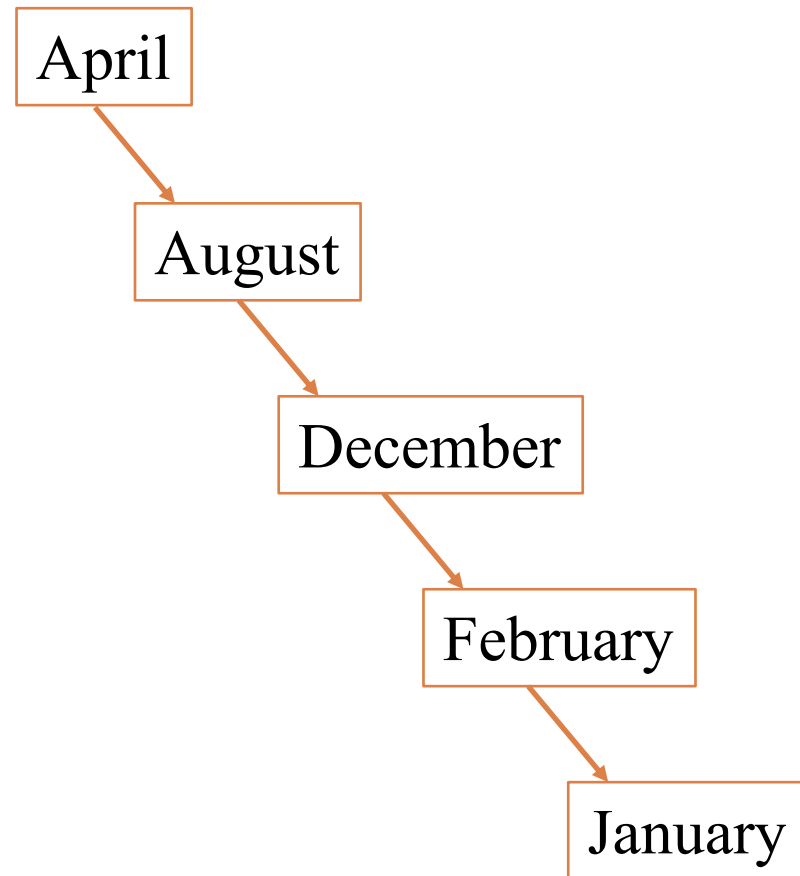
Insert in alphabetical order...



# Worst case height

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Insert in alphabetical order...



Tree degenerates to list!

# Need Balance

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- Takeaway: BST search is  $O(n)$  time
  - ▣ Recall, big  $O$  notation is for **worst** case running time
  - ▣ Worst case for BST is data inserted in sorted order
  
- **Balanced binary tree:** subtrees of any node are about the same height
  - ▣ In balanced BST, search is  $O(\log n)$
  - ▣ Deletion: tricky! Have to maintain balance
  - ▣ [Optional] See JavaHyperText “Extensions to BSTs”
  - ▣ Also see CS 3110